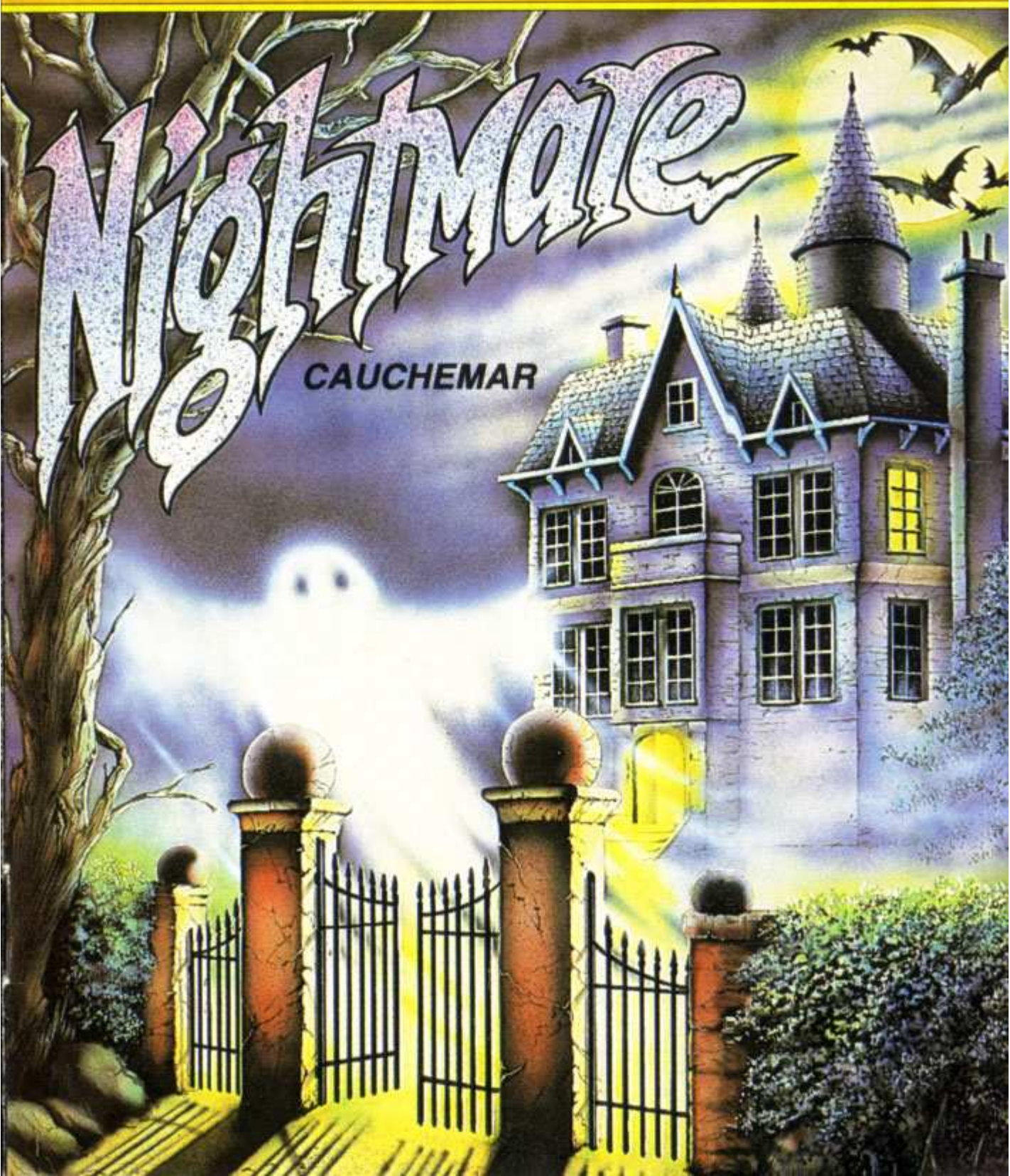
PHILIPS VIDEOPAC+



ENGLISH

This is a **Videopac** + game cartridge which, as you may have seen already on the packaging, can be used on any **Videopac** or **Jopac** game computer.
Regardless of the kind of game computer you use, the actual playing value and the game as such are identical. When you use a second generation game computer of the Videopac + or Jopac type, this **Videopac** + cartridge will produce high quality, more detailed graphics, as indicated on the back panel of the packaging. The actual game elements however are the same. To make the instructions as clear as possible only simple illustrations have been used in this booklet.

Great care has been taken with the programming and testing of all Videopac cartrigdes. There are literally millions of game situations however and there's a slight chance that you may run into one where the game stalls. In such cases there's only one thing you can do: press [△] and start the game again right from the beginning.

DEUTSCH

Dies ist eine **Videopac** +-Spielkassette, die - wie Sie schon auf der Verpackung lesen konnten - in Verbindung mit jedem **Videopac** , **Videopac** +- oder **Jopac**-Computer verwendbar ist.
Unabhängig vom jeweils benutzten Computer sind jedoch der Spielwert und das eigentliche Spiel in allen Fällen völlig gleich. Wenn Sie einen Computer der zweiten Generation vom Typ Videopac + oder Jopac benutzen, liefert diese Kassette ein besonders hochwertiges, detailscharfes Bild, wie auf der Rückseite der Kassettensch achtel ang egeben. Zur Erklärung der Spielregeln enthält diese Gebrauchsanleitung deutlichkeitshalber nur einfache Illustrationen.
Grosse Sorgfalt wurde auf die Programmierung und das Austesten sämtlicher Videopac-Kassetten verwendet. Trotzdem kann unter den Millionen möglich er Spielsituationen der seltene Fall auftreten, dass das Spiel einmal blockiert wird. In solchen Fällen hilft nur eins: Taste [△] drücken und Spiel von Beginn an wieder holen.

FRANÇAIS

Comme vous l'avez peut-être déjà lu sur l'emballage, cette cartouche de jeu **Videopac** + peut être utilisée sur tous les ordinateurs de jeu **Videopac, Videopac** + ou **Jopac.**

Quel que soit le type d'ordinateur de jeu que vous utilisez, l'intérêt du jeu et le jeu lui-même sont identiques. Si vous utilisez un ordinateur de jeu de la deuxième génération du type Videopac + ou Jopac, cette cartouche produira un graphisme de haute qualité, plus détaillé, comme indiqué au dos de l'emballage. Pour plus de clarté, seules des illustrations simples ont été utilisées dans cette brochure pour expliquer les règles du jeu.

Toutes les cartouches Videopac ont fait l'objet d'une prog rammation et de tests soignés. Il existe littéraleme nt des millions de situations de jeu et les risques d'en rencontrer une où le jeu se bloque sont minimes. Le cas échéant, la seule solution consiste à appuyer sur la touche [△] et à reprendre le jeu au début.

NIEDERLANDS

Dit is een **Videopac** + spel-kassette, die - zoals u wellicht al op de verpakking gezien hebt - gebruikt kan worden met elke **Videopac, Videopac** + of **Jopac** spel-computer.

Ongeacht welke spel-computer u gebruikt, de feitelijke spelwaarde en het spel op zich blijven absoluut gelijk. Gebruikt u een van de spel-computers van de tweede generatie, van het Videopac + of Jopac type, dan levert deze cassette zeer fraaie, meer gedetailleerde beelden zoals u achterop de verpakking kunt zien. Om de gebruiksaanwijzing zo duidelijk mogelijk te houden worden in dit boekje alleen eenvoudige illustraties gebruikt.
Alle Videopac spel-cass ette s zijn met grote zorg geprogrammeerd en getest. In zo'n spel komen echter letterlijk ontelbare situaties voor en er bestaat altijd een heel kleine kans, dat u een spel-situatie tegenkomt, waarbij de zaak vastloopt. Mocht zoiets voorkomen, dan is er slechts één oplossing: druk op [△] (RESET) en begin het spel we er van voren af aan.

ENGLISH

The encircled figures in the text refer to the illustrations on the fold out flap of the back cover.

When using a Videopac game computer with built-in black and white monitor, you should set the contrast control to position 6.

NIGHTMARE

A game to be played at six different levels of skill by one or two players.

First press [CE] (RESET)
The text "SELECT GAME" will appear on your screen.

Now you have to select the skill level at which you want to play by pressing one of the numerical keys between 1 and 6. The various levels will be explained elsewhere in these instructions.

Let us assume you want to try the easiest level first, being level 1:

Press [1]
"0?1?2?" appears on your screen. It means that the computer wants to know how many players there will be.

Press [0] and the computer will play the game by itself, giving a demonstration.

Press [1] and it's one player against the computer, operating the left-hand control.

Press [2] and you have a game for two players.

Let us assume you want to play alone, against the computer:

PLAYING "NIGHTMARE" ALONE

Press [1]

1 Well, you asked for it and there you are about to step into a nightmare, a haunted house! The front door has been closed behind you . . .

2 Your only way out is through a hatch in the attic. It doesn't stay in one place, but changes its position from time to time.

3 The ghosts are still lingering around the house, but the moment they know you are there, they will join you. When they pass through the wall, they become invisible.

You have to pass three floors to reach the attic, and may run into a ghost on each floor. You had better avoid them, because when they touch you, you are lost. They cannot take you by complete surprise however, since they first have to make themselves visible before catching you-and once they are visible, they will stay that way. They can only regain their invisibility by first moving outside the house again.

4 These are the ghost indicators. There's one for each floor. When an indicator is blinking, it means that the ghost is on the move!

5 Each adventure consists of a series of three efforts to escape the house via the attic. The computer indicates how many efforts you have yet to make before your nightmare adventure is over.

6 To make things a little more difficult for you, there is a mysterious obstacle that blocks your way up. But otherwise, you can climb, descend and wander wherever you want. A

You can move the visitor with the joystick of the left hand-control.

7 To make your nightmare complete, a heavy thunderstorm breaks out! Flashes of lightning hit the old mansion, creating glowing lightning balls rolling through the house. They always have the nasty habit of seeking the floor where you are. Beware, because they are lethal! The lightning balls do not effect the ghosts of course, but when the ghosts are invisible you will be able to see them briefly when lightning strikes!

Capturing a ghost
You are not completely defenceless. When you succeed in outwitting a ghost and manage to pass his floor safely, you can return. You will see that the ghost indicator has stopped blinking and it means that he is stunned to the point where you can catch him. When you touch him, he melts away and disappears.

Scoring points
There are several ways to score points:

- **10 points** every time you succeed in passing a ghost and reach the next floor.
- **25 points** for capturing the first floor ghost.
- **50 points** for capturing the second floor ghost.
- **75 points** for capturing the third floor ghost.
- **100 bonus points** when you succeed in capturing all three ghosts during one adventure.
- **100 points** when you succeed in escaping via the attic hatch.

8 The computer keeps track of your score, adding up all points scored during your three adventures within one game.

Extra bonus rounds
9 Every time you succeed in escaping via the attic, you are given an extra bonus chance as indicated by the chance counter.

Handicap for good players
When you manage to collect too many points, the computer automatically makes things a little more difficult for you by switching over to the next level of skill.

Number of points	Skill level	Number of obstacles	Secret exit
--	1	1	No
500	2	2	No
750	3	3	Yes *
1000	4	4	Yes **
1250	5	5	Yes **
1500	6	6	Yes **

Thunderbolts keep hitting the house and the escape hatch is moving irregularly at all skill levels.

The Secret Exit

* Playing at level 3 you will see no escape hatch. It will only reveal itself after you have captured at least one ghost.

** 10 Playing at level 4, 5 or 6 you will not see a hatch either. Now you first have to capture a ghost on the second or third floor. When you do, a chest containing the ground plan of the house appears. You have to reach and touch that plan before the secret exit is revealed to you. You do not score any points for reaching the plan.

You do not have to start at level 1 of course, as we explained earlier. You may choose the starting level yourself. In that case the computer will again switch to a higher level when you have collected the required number of points.

The end of a game
One game consists of at least 3 nightmare adventures.
Each adventure can end in three different ways:

a. **When you are caught by one of the ghosts**
You keep the points you have scored during that particular round.

b. **When you are hit by a lightning ball**
Here again, you keep the points you have scored during that round.

c. **When you fall through a trapdoor**
This will happen every time you are standing still for too long, so keep moving as much as possible. In this case you lose the points you have scored during that particular round, but not the round as such. You can then start again.

Top score
11 Your total score for the series of adventures is automatically transferred to the left-hand side of the counter-bar. It will remain there until you reach a higher score.

Next series of adventures
12 Playing against the computer you keep playing as the visitor. To start a new series of three adventures, you first have to key-in

your name (maximum of six letters). The remaining question marks are removed by pressing the SPACE key. Immediately after you have finished that, the next game will start.

If you do not succeed in scoring more than in a previous game, the next game will start automatically. You keep operating the left-hand control.

Competition against the computer
This way you can organise a competition between various players, each playing against the computer. The computer will tell you which is the highest scoring player.

PLAYING "NIGHTMARE" WITH TWO

First press [⌂] (RESET)
Now select the level of skill by pressing one of the numerical keys between 1 and 6.

Then press [2]
Both players take turns as visitor or . . . the ghosts! After each game (a series of three or more adventures) the roles between both players change.

The player operating the left-hand control will be first to play the part of the visitor. The same rules apply here as when playing against the computer.

The player operating the right-hand control is in control of the ghosts. Here's how: B

First floor ghost
Pull the joystick towards you and move it to the right or left to move him across the floor. C

Second floor ghost
Simply move the joystick to the right or left. D

Third floor ghost
Push the joystick forward and move it to the right or to the left to move the ghost.

The ghosts can only operate in a horizontal plane
This means that a ghost cannot move from one floor to another.

Making a ghost visible and invisible again
When a ghost passes through the wall, entering the house, it automatically becomes invisible. In this condition he is harmless. If you want your ghost to catch the visitor, you have to make him visible first by pressing the action button of your hand-control while you have the joystick in the right position to control that particular ghost. From this moment on, he will remain visible unless you move him outside the house and back in again.

Scoring points
Only the visitor can score points, just like when playing against the computer. He can also earn bonus rounds by making his escape through the attic hatch.

When the adventure counter has counted down to "OO", the roles of both players change. Now the right-hand control directs the visitor while the left-hand control is used to manoeuvre the ghosts. The computer keeps track of the highest score in a series of games.

Ask your dealer about the other Videopac and Videopac + games:

1. Race
   Spin-out
   Cryptogram
2. Pairs
   Space rendezvous
   Logic
3. American Football
4. Air-sea war
   Battle
5. Blackjack
6. Tenpin Bowling
   Basketball
7. Mathematician
   Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge
    Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball
    Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game
    Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer
    Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. The Mousing Cat
48. Backgammon
49. Turtles

C7010. Chess

51. Terrahawks
52. Killer Bees
53. Nightmare

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